



SIGN PERMIT

Code Enforcement
1 City Hall Plaza
Ellsworth, ME 04605
Phone (207) 667-4910
Fax (207) 669-6618
www.ellsworthmaine.gov

PERMIT # _____ **PROPERTY/PARCEL #** _____ **ZONE** _____
OWNER'S NAME: _____ **PHONE:** _____ or _____
APPLICANT NAME: _____ **PHONE:** _____ or _____
MAILING ADDRESS: _____ **CITY** _____ **ST** _____ **ZIP** _____

Please check Sign type you are applying for below:

- *WALL PROJECTING FREESTANDING PORTABLE CHANGEABLE DISPLAY
- WINDOW HOME OCCUPATION SUBDIVISION ILLUMINATION ~ ELECTRICAL PERMIT MAY BE REQUIRED

***WALL SIGNS IN THE DOWNTOWN, URBAN & COMMERCIAL ZONES ~ MAXIMUM ALLOWABLE SIGN AREA**
SET BACK FROM ACCESSWAY: _____ FT. BUILDING/TENANT FRONTAGE: _____ LF. TOTAL FLOORS IN BUILDING: _____
DOWNLOAD WALL SIGN CALCULATOR @ http://www.ellsworthmaine.gov/index.php?option=com_k2&view=item&id=646:sign-permit&Itemid=280
Please print out your Wall Sign calculation and attach it with your permit!

LOCATION OF SIGN _____ **SIZE OF SIGN** _____ **S.F.**
(If different than mailing address) *(Each sign requires a separate permit)*

WORDING TO BE DISPLAYED ON SIGN (or attach a sketch):

TOTAL FEES/SIGN: \$10.00

Sign locations shall not interfere with sight distance or pedestrian and cyclist safety. Signs shall be setback at least 5 feet from any property line and a setback greater than 5 feet may be required by the administrator to avoid interference with the line of sight of vehicles and pedestrian circulation. In the Downtown (DT) Zone, where the buildings are built on the lot lines or thereabout, the administrator may disregard the minimum 5 feet sign setback provided that the sign location does not interfere with visibility required for safe vehicular and pedestrian circulation, especially on street corners. No sign, new or existing, shall be permitted that causes a sight distance, traffic, health or welfare hazard or results in a nuisance due to illumination, placement, display, or manner of construction.

OWNER/APPLICANT SIGNATURE

DATE

SIGNATURE OF APPROVING OFFICAL

DATE